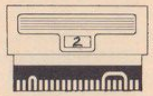
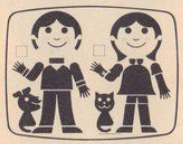
SIMON SAYS

...a fun game for pre-schoolers that develops hand and eye coordination, and helps children learn to identify parts of the body with the associated printed word. (For 2 or 3 players)

GAME AIDS



GAME CARD #2



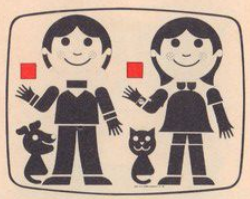
GAME OVERLAY

28 SIMON SAYS CARDS

RULES FOR THREE PLAYERS

SET UP

1. Insert GAME CARD #2 into the Master Control Unit.
2. Place the "SIMON SAYS" Overlay on the screen.
3. Players select one figure (Boy or Girl) and they *must* maneuver their light on that figure throughout the game.
4. **(Illust. A).** Each player moves his light to his box, as illustrated.
5. The "Simon Says" cards are then shuffled and placed in front of the third player, who is "SIMON."



A

PLAY

(Illust. B). SIMON turns over the first card from the deck and announces, "Simon Says, go to your elbow." Player one and player two go to their elbows. The first player to reach the elbow, wins the "elbow" card. If SIMON determines that there is a tie, the card is placed at the bottom of the deck.

If "SIMON" does not say "Simon Says," the players are not to move. If a player *does* move, he must return a "Simon Says" card to the deck. Play continues until the entire deck has been used.

The player who collects the most cards wins the game.

B

RULES FOR TWO PLAYERS

Two players alternate turning the cards. At the count of three, they race their lights for the position indicated by the card that has been turned over. The player who arrives first wins the card. If there is a tie, the card is placed at the bottom of the deck. The player who collects the most cards wins the game.

PERFORMANCE CHECK LIST

Should your ODYSSEY System appear to be malfunctioning, this Performance Check List will help you determine if service is actually required.

1. If you do not get a player image on your television screen when a Game Card is inserted in the Master Control Unit . . .
   - **A.** Rotate the HORIZONTAL and VERTICAL controls on both Player Control Units. If the player images do not appear on the screen, continue with the check list.
   - **B.** Check to see that the Channel Selector on your television is set to the proper channel, as indicated by the Channel Switch in your Master Control Unit. (See page 4).
   - **C.** Check to see that the Game Card is inserted properly with the number facing outward and is plugged in all the way.
   - **D.** Check to see that the slide on the Antenna-Game Switch is in the "Game" position and that the Antenna-Game Switch has been properly installed.
   - **E.** Check to see that the Game Cord is plugged into the socket provided on the top of the Antenna-Game Switch and on the back of the Master Control Unit.
   - **F.** Check the batteries in your Master Control Unit to see that they are properly installed. Also, if your game has been in operation for some time, the batteries may be weak and should be replaced.
2. If the display on your television screen is distorted or scrambled, then the problem may be an adjustment of the television controls . . .
   - **A.** Check to be sure you are on the proper channel for game operation.
   - **B.** Switch the television to a known operating local station and the Antenna-Game Switch to the TV position. Adjust the television controls as necessary to obtain a normal picture.
   - **C.** If a normal picture is obtained, switch back to the game position and set your television to the proper channel on which ODYSSEY is used. Adjust the VHF Fine Tuning on the television.
3. If you experience trouble with only one game . . .
   - **A.** Check your game instructions to be sure you have the proper Game Card and that it is properly inserted in the Master Control Unit.
   - **B.** Check your Game Card to see if there is any visible damage to the card.

ADDITIONAL GAMES AND GAME MATERIALS

Should an Overlay or Game Card become damaged or misplaced, contact your local Magnavox dealer for replacements.

Your Magnavox dealer will also have available an assortment of additional ODYSSEY games. Each game will have the necessary Game Card, Overlay, and Game Aids required for play.

WARRANTY

Magnavox warrants its ODYSSEY™ electronic game simulator to the original purchaser to be free from defects in materials and workmanship for three months from date of purchase and under the following conditions:

Inoperative in-warranty ODYSSEY systems (Master Control Unit, two Player Control Units, Antenna-Game Switch, Game Cord, and Game Cards) must be delivered to the selling Dealer for his inspection. Any system found to be defective will be replaced with a new one.

Replacements furnished during the warranty period are guaranteed for the balance of the applicable warranty.

This warranty applies when the product is subjected only to normal use and purchased from a franchised Magnavox Dealer in the United States or Canada. Furthermore, this warranty does not cover the batteries nor does it extend to a system which has been modified or damaged.

SERVICE: For Out-of-Warranty repair information, contact your Magnavox Dealer.